

BBC.1.
MONOCHROME
2317/9507

CAMERA SCRIPT 77

"DR. WHO" : "THE SPACE PIRATES" : EPISODE 1.

by
ROBERT HOLMES

DIRECTOR : MICHAEL HART PRODUCER : PETER BRYANT

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SCRIPT EDITOR	DERRICK SHERWIN
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MAKE-UP SUP.	SYLVIA JAMES
T.M.l.	PETER WINN
T.M.ll.	DEREK MARTIN
SOUND SUP.	DAVID HUGHES
GRAMS. OP.	DAVID SILK
VISION MIXER	DAVID HANKS
CREW	THIRTEEN
FLOOR ASSISTANT	JOHN TURNER
ASSISTANT	MARIANNE WILLISON

RECORDING: FRIDAY, 21st FEBRUARY 1969 : 'D' LIME GROVE :
8.30 - 10.00 p.m.

STUDIO: 'D' LIME GROVE.

RECORDING NO.: VTM/6LT/49991 + Insert: 35M/6T/49991/A
Recorded: 9.30 - 10.00 p.m.

PROJECT NO.: 2317/9507

CAMERA REHEARSAL: FRIDAY, 21st FEBRUARY 1969 : 'D' LIME GROVE.

10.30 a.m. - 1.00 p.m. REHEARSE (WITH T/K 38)
1.00 p.m. - 2.00 p.m. LUNCH BREAK
* 2.00 p.m. - 7.00 p.m. REHEARSE
7.00 p.m. - 8.00 p.m. DINNER BREAK
8.00 p.m. - 8.30 p.m. LINE-UP
8.30 p.m. - 10.00 p.m. RECORD : VTM/6LT/49991.
+ INSERT : 35M/6T/49991/A.
9.30 - 10.00 p.m.

EDITING: SUNDAY, 23rd FEBRUARY 1969 : 1.30 p.m. - 5.30 p.m.

PLAYBACK: TUESDAY, 25th FEBRUARY 1969 : 5.15 - 5.45 p.m.

TRANSMISSION: SATURDAY, 8th MARCH 1969 : 5.15 - 5.40 p.m. : BBC.1.

*Photo-call at approx 3.45 p.m. + Set Photos.

CAST IN ORDER OF APPEARANCE

DERVISH	..	..	..	..	..	BRIAN PECK
CAVEN	..	..	..	..	..	DUDLEY FOSTER
GENERAL HERMACK		..	..	..		JACK MAY
MAJOR IAN WARNE		..	..	..		DONALD GEE
TECHNICIAN PENN		..	..	..		GEORGE LAYTON
LT. SORBA	..	..	..	..	..	NIK ZARAN
SPACE GUARD	..	..	..	..	..	ANTHONY DONOVAN
DR. WHO	..	..	..	..	..	PATRICK TROUGHTON
JAMIE	..	..	..	..	..	FRAZER HINES
ZOE	..	..	..	..	..	WENDY PADBURY

NON SPEAKING ARTISTS:

<u>PIRATE GUARDS:</u>	..	..	..	..		BILL RICHARDS EDWARD COGDELL
PIRATE GUARD + SPACE SUITED				..		LESLIE CONRAD JOHN CAESAR
SPACE CORPS TECHNICIANS	..			..		TERRY NELSON TOM SEGAL NEVILLE SIMONS
SPACE CORPS GUARDS	..	..	..	..		CLIVE ROGERS PETER ROY ALF COSTER

MUSIC COMPOSED BY
DUDLEY SIMPSON

SPECIAL SOUND BY
BRIAN HODGSON
BBC RADIOPHONIC WORKSHOP

SPECIAL EFFECTS DESIGNER
JOHN WOOD

MODELS MADE BY
MAGNA MODELS

MODELS FILMED BY
BOWEY GROUP

- B -

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' :
"THE SPACE PIRATES" : EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
1			TELECINE SEQ. 1: OPENING TITLES + BETA DART ARRIVES AT ALPHA ONE.	S.O.F. + M.1/2.	
1	1	1-3	INT. AIRLOCK	4A. 2B. Cl. 2A.	DERVISH 2 SPACEMEN
2			TELECINE SEQ. 2: SPACEMEN ON BEACON	S.O.F.	
2	1A	4-10	INT. AIRLOCK	4A. Cl. 2A.	CAVEN/ DERVISH 2 SPACEMEN
3			TELECINE SEQ. 3: BETA DART LEAVING. BEACON EXPLODES V.SHIP IN SPACE.	Opening Titles: 2 TELOJECTOR 35 mm. Slides. M.3. + S.O.F.	
3	1B	11-30	INT. V.SHIP FLIGHT DECK.	3A. 1B. A1. 1C. 2D.C. 1A. 4B. B1. + M.4. + Vidicon on Eidaphor : Radar Sweep.	HERMACK/ WARNE/PENN 3 TECHNICIANS
6			TELECINE SEQ. 4: BETA DART ARRIVES AT ALPHA 7.	M.4. + S.O.F.	
6	2	31-37	INT. AIRLOCK	4A. Cl. 2A.	CAVEN/ DERVISH 2 SPACEMEN
8			TELECINE SEQ. 5: SPACEMEN ON BEACON	S.O.F.	
8	3	38-52	INT. V.SHIP FLIGHT DECK.	3A. 1E.C.D. A1. B1. 2E.F. 4A on Captions 1/2. + 35 mm. Slide: Planet Ta.	WARNE/PENN/ HERMACK TECHNICIANS.
12			TELECINE SEQ. 6: BETA DART LEAVING ALPHA 7.	S.O.F. + M.5.	
12	4	53-60	INT. V.SHIP FLIGHT DECK. + T/K 61 cont. on screen.	3A. 1C. A1. B1. 2E.F. 4A. on Animation 1.	PENN/WARNE/ HERMACK/ TECHNICIANS

- B -

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' : EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
13			<u>TELECINE SEQ. 7:</u> ALPHA SEVEN EXPLODES.		
13	5	61-76	INT. V.SHIP FLIGHT DECK. + T/K 7A : On Screen. BETA DART & SECTIONS LEAVING FRAME.	3A. 1E. A1. 1C. B1. 2D.E.F. 4A on Animation 2. + Caption 2.	PENN/WARNE/ HERMACK TECHNICIANS
RECORDING PAUSE					
17			<u>TELECINE SEQ. 8:</u> V.SHIP ARRIVES AT ALPHA FOUR.		
				M.6. + S.O.F.	
17	6	77	INT. AIRLOCK	C1. 4C.	SORBA/ 4 GUARDS WARNE.
18			<u>TELECINE SEQ. 9:</u> V.SHIP LEAVES ALPHA 4. ALPHA FOUR RECEDING		
				S.O.F. + M.7.	
18	7	78-83	INT. V.SHIP. + T/K Seq. 9 Cont. on Screen.		
RECORDING PAUSE					
19			<u>TELECINE SEQ. 10:</u> ALPHA FOUR & CLOSER INTO ONE SEGMENT.		
				S.O.F. + M.8.	
19	7A	84-85	BEACON COMPUTER BAY + OVERLAY : TARDIS MATERIALISES.	3C. 1X	
RECORDING BREAK					
20	8	86	INT. BEACON COMPANIONWAY	2G. B2.	SORBA GUARD.
20	9	87-93	INT. BEACON COMPUTER BAY	B2. 2H. 3D. A2. 1F.	DOC/JAMIE/ ZOE/SORBA
22	10	94	INT. BEACON CORRIDOR	1F. A2.	JAMIE/DOC/ ZOE.
23	11	95	INT. COMPUTER BAY	B2. 2H.	SORBA/ GUARDS
23			<u>TELECINE SEQ. 11.</u> BETA DART ARRIVES AT ALPHA FOUR		
				M.9. + S.O.F.	

- D -

RUNNING ORDER : "DR. WHO" : SERIAL 'VV' EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters
24	12	96	INT. BEACON AIRLOCK.	C1. 4C.	CAVEN/ DERVISH.
24	13	97	INT. BEACON CORRIDOR	B3. 3E.F.	DOC/ZOE/ JAMIE
24	TELECINE SEQ. 12: BURNER CUTTING THRU' HATCH.				
24	13A	98	INT. BEACON CORRIDOR	B3. 3F.	--do--
25	14	99-103	INT. BEACON COMPANIONWAY	3E. A3. 1H.	--do--
RECORDING BREAK					
26	15	104-106	INT. BEACON CORRIDOR	2J. B3. 3G	SORBA/GUARDS PIRATE GUARDS/ CAVEN
27	16	107- 112	INT. V.SHIP FLIGHT DECK	1C. A1. 4D.(under 2's cable) C2.	HERMACK/ WARNE/PENN/ TECHNICIANS
28	17	113- 116	INT. BEACON CORRIDOR	2J. B3. 3G.	CAVEN/SORBA/ DERVISH/ SPACE GUARDS/ PIRATE GUARDS
RECORDING PAUSE					
29	17A	117	INT. BEACON CORRIDOR (CONT)	2J. B3.	--do--
29	18	118- 123	INT. V.SHIP FLIGHT DECK.	C3. 1J. 4E.	WARNE/PENN HERMACK/ TECHNICIANS
30	19	124- 132	INT. BEACON CORRIDOR	2J. B3. 3G.	SORBA/CAVEN/
31	TELECINE SEQ. 12A: LOCK WELDING.				
31- 32	19A	133	INT. BEACON CORRIDOR (CONT)	2J. B3.	--do--
RECORDING PAUSE					

- D -

- E -

RUNNING ORDER : "DR. WHO" : SERIAL 'YY' EPISODE 1.

Page	Seq.	Shot	Description	Cams/Sound	Characters.
32	20	134	INT. COMPANIONWAY	A3. 3H.	JAMIE/DOC/ ZOE.
33	TELECINE SEQ. 13: SPACEMEN ON BEACON				
33	21	135- 139	INT. COMPANIONWAY	2K. A3. 3H.	-do-
RECORDING BREAK					
34	TELECINE SEQ. 14: BETA DART LEAVING ALPHA FOUR				
34	22	140- 144	INT. V.SHIP FLIGHT DECK	1D. 2D. C3. 4A.	PENN/WARNE/ HERMACK/ TECHNICIANS
35	TELECINE SEQ.15: ALPHA FOUR BEGINS TO BREAK UP.				
35	23	145	INT. COMPANIONWAY	3J.	ZOE/DOC/ JAMIE
35		146	ROLLER CAPTION	4A + M.10. + 2 Slides.	

TECHNICAL REQUIREMENTS

CAMERAS: 1, 2 & 4 : PEDESTALS.
CAMERA: 3 : MOLE RICHARDSON CRANE.

VIDICON CAMERA ON RADAR SWEEP with CAPTIONS OVERLAYED TO EIDAPHOR AND DECK MONITOR.

5 x 35 mm. TELOJECTOR SLIDES.

ANIMATED CAPTIONS:

1. 'BETA DART' leaves 'ALPHA 7' (P.12 in script)
2. 'ALPHA 7' flickers out : 'BETA' remains. (P.14 in script)

STRAPEASEL CAPTIONS:

1. 4 BEACONS (P.8 in script)
- 2; 'BETA DART' at ALPHA 7. (P.10 in script)
3. 8 FRAGMENTS WITH 'BETA' (P.14 in script)

ROLLER CAPTION.

1 ROLLER CAPTION MACHINE./STRAPEASEL

1 EIDAPHOR MACHINE.

T/K 38 : 35 mm. FILM : FROM 10.30 a.m.

3 BOOMS/TAPE/DISCS/

SMOKE MACHINE/4 FLOOR MONITORS.

"DR. WHO" : "THE SPACE PIRATES"
by ROBERT HOLMES
Episode 1.

1 A
AMPEX CLOCK

RUN T/K 38

F/U:

TELECINE SEQ. 1:
"DR. WHO" :
STANDARD
OPENING TITLES.

S.O.F.

FADE TO BLACK

FADE UP:

THE BEACON : ALPHA ONE
IN SPACE

THE BETA DART DOCKS
AT THE BEACON

+ M.1.

X Fade
M.2 : Pirates

4A. 2B. Cl. 2A.v

1. 2 A 35 / 1. INT. AIRLOCK Cl
LS AIRLOCK

GO PRESSURE (EMPTY AIRLOCK

F/X 1:
PRESSURE
BUILD

2. 4 A 8
CU PRESSURE PRESSURE GUAGE
GUAGE MOVES UP

GO HATCH 1

F/X 2: HATCH
OPENS

3. 2 A
LS AIRLOCK.
HOLD ACTION
AS DERVISH
AND 2 MEN
COME IN.
CRAB L. TO B.
PANNING THEM
R. AS THEY
EXIT INTO BEACON.

DERVISH AND TWO
MEN COME THROUGH
WITH BOXES. THEY
CROSS TO OTHER HATCH.
DERVISH OPERATES A
SWITCH. IT OPENS.
THEY GO THROUGH INTO
BEACON.

F/X 2: Hatch
Opens

MIX:

TELECINE SEQ. 2:

S.O.F.

TELECINE SEQ. 2 (CONT.)

TWO SPACESUITED FIGURES
ARE FLOATING
EFFORTLESSLY ACROSS
ITS SURFACE AND
PAUSING TO ATTACH
MAGNETIC CHARGES TO
THE HULL.

THEY ALSO CLAMP A
ROCKET PROPULSION
UNIT TO THE BEACON.

END OF T/K SEQ. 2.

4A. Cl. 2A.

4. 4 A 24 /1A. INT. AIRLOCK. /Cl/
SINGLE
CAVEN.

(CAVEN, THE PIRATE
LEADER ENTERS THE
AIRLOCK.)

PAN HIM
R. INTO
AIRLOCK.

5. 2 A 16
MCU CAVEN

6. 4 A 24 CAVEN: (CALLING) Dervish....?
Dervish! /
2-s.: CAVEN/
DERVISH.

(DERVISH COMES BACK
INTO THE AIRLOCK)

DERVISH: We've just about finished.

PUSH IN TO
SINGLE
DERVISH
AS CAVEN
TURNS TO
GO.

CAVEN: About time.

DERVISH: My men are just coming
back - we'll detonate by radio
beam. /

7. 2 A 16
MCU CAVEN

8. 4 A 35 CAVEN: Right! Hurry it up. /

RUN T/K 38

4-s.: CAVEN/
DERVISH/
2 MEN.

(TWO SPACESUITED MEN
APPEAR FROM THE
BEACON AS CAVEN GOES.
THEY FOLLOW WITH DERVISH.
THE DOORS CLOSE : PRESSURE
GUAGE DROPS BACK.

GO HATCH 1

F/X 3

HOLD
ACTION AS
THEY EXIT
L.

GO HATCH 2

F/X 3

9. 2 A 24
SHOT OF DOOR
AS IT CLOSES.

F/X 4

10. 4 A GO PRESSURE DOWN
CU GUAGE

MIX:

TELECINE 3: Model Shot

Ext. The Beacon:

(4 to B)

(Reverse of Telecine 1)

The black dart shaped SPACESHIP
detaches itself from the
BEACON and goes out of frame.

X FADE
INTO F/X 5

A pause: then the BEACON
explodes into segments: the
picture goes to peak white.

STOP F/X 5.
OVER EXPLOSION

S/I SLIDE A1:

"THE SPACE PIRATES"

FADE SLIDE

M.3.
SPACE CORPS.

MIX INTO

S/I SLIDE B1:

by
ROBERT HOLMES

FADE SLIDE

A SPACE SHIP is
heading towards us. It is
moving on a diagonal course,
so that we see it in THREE
QUARTER VIEW. It is an impressive
looking craft: The six deck-
ribbings give some idea of its
size. As it moves in nearer
the 'Striking Eagle' insignia
on its nose-cone and a white-
painted number - V 41/LO -
indicate that this ship has a
military function.

VIDICON ON EIDAPHORE
RADAR SWEEP

END OF T/K SEQ. 3.

X FADE :
INT.V.SHIP
Keep through-
out.

3A. 1B. A1. 1C. 2D.C.
1A. 4B.

MIX:

11. 1 A 35 /1B. INT. V.SHIP FLIGHT DECK.
LS X f/g
Stuff.
See HERMACK L.
PENN R.
Find WARNE.

A1/B1

(3 next)

11. 1 A cont.

CRAB L.
AS WARNE Xs
to 2-s.: WARNE/
PENN.

CRAB ON L.
IN FRONT OF HIM
TO POS. B.
PAN HIM L.
ON TO STAIRS.

THEN CRAB R.
TO POS. C.
TO L/A 2-s.:
WARNE/HERMACK.

(THIS IS ARRANGED IN TWO TIERS.

UNIFORMED SPACE CORPS TECHNICIANS
MAN THE COMPLEX BANKS OF
MACHINERY ON THE LOWER LEVEL.

ON THE UPPER TIER ('THE BRIDGE')
GENERAL HERMACK SITS ALONE. HE
WEARS A WELL-PRESSED WHITE DRILL
UNIFORM. ONLY HIS RIBBON BADGES
THE TWO SPACE CAMPAIGN MEDALS
ON HIS CHEST, AND HIS BRACING
AIR OF RESPONSIBILITY SET HIM
APART. HE IS A MAN OF ABOUT
FIFTY, STRONG-FEATURED, AND WITH
CLOSE CROPPED IRON GREY HAIR.
HE IS TOYING THOUGHTFULLY WITH
A SMALL PLASTIC CYLINDER.

THE HATCH AT THE BACK OF THE
BRIDGE MOVES ASIDE AND THE
GENERAL'S A.D.C. COMES THROUGH.
HE SALUTES DESPITE LACKING
HEADGEAR. WARNE IS A WELL-
BUILT MAN OF AROUND THIRTY).

12. 3 A 16 WARNE: You sent for me sir?
H/A MCU
HERMACK.

13. 1 C 24 HERMACK: Yes - any information on
L/A 2-s.: that beacon signal yet, Ian?/
WARNE/HERMACK

14. 3 A 8 WARNE: No sir, - just packed up.
CU HERMACK There's been no response to the
secondary emergency circuits
either./

15. 1 C 16 HERMACK: (THOUGHTFULLY)
L/A : SINGLE No,.....there wouldn't be.
WARNE.

(3 next)

15. 1 C 16 cont.

WARNE: (PUZZLED) Sir?

HERMACK: What d'you think has happened to that beacon?

WARNE: Difficult to say - probably failure in the solar energy store or...../

16. 3 A 35
2-s.: WARNE/
HERMACK.

HERMACK: No - the emergency power would operate and we'd get a dayday signal.

17. 1 C 8
MCU WARNE.

WARNE: Well...../

(HE LOOKS AT HERMACK
GUESSING THAT HIS SUPERIOR
HAS AN IDEA).

18. 3 A 8
CU..
HERMACK.

WARNE: You don't think this is a mechanical failure? /

HERMACK: (SHAKING HIS HEAD) No. No, I don't. These beacons are practically foolproof.

(SILENCE. HERMACK DEEP
IN THOUGHT. WARNE WAITS
RESPECTFULLY. HERMACK COMES
TO A DECISION)

18A. 1 A
MCU WARNE

HERMACK: Yes - I must be right! /

18B. 3 A 8
CU HERMACK

WARNE: Sir ? /

(1 next)

ON TO PAGE 5A

- HERMACK: Argonite! These beacons are constructed almost entirely of argonite.
19. 1 C 24
2-s.: WARNE/
HERMACK
PUSH IN TO
SINGLE HERMACK
AS HE SPEAKS
WARNE: Of course. What's your decision?
(HE LEANS FORWARD AND FLICKS A SWITCH AND PICKS UP A MICROPHONE).
20. 3 A 35
H/A GROUP SHOT:
WARNE L. of
frame.
Attention all personnel. This is General Hermack. Your 'V' ship is now fifty days and many billions of miles out from earth. You are entering the fourth sector of our galaxy. In this sector for some time now, Earth Government has been aware that an organised band of criminals is roamin the spaceways and preying on defenceless cargo ships....
21. 4 B 24
3-s.: MAN/PENN/
MAN at controls.
(THROUGH THIS SPEECH WE CUT FROM FACE TO FACE AS THE LISTENERS, INCLUDING THE TECHNICIANS ON THE LOWER DECK, ASCT TO WHAT HE IS SAYING)
22. 2 C 8
CU PENN
The main target of these pirates is argonite, the most valuable mineral known to man and so far found only on the planets of the fourth sector. A Government space-beacon marking the approach to the planet of New Sarun has ceased transmitting its navigation signals. These beacons, as you know, are constructed of argonite.....
23. 1 C 24
GROUP SHOT:
MEN & SORBA
listening.
PAN L. with
SORBA to
L/A 2-s.:
HERMACK/SORBA.
(HE LAUGHS, OBTAINING THE POINT SINK HOLE).
- PUSH IN
PAST SORBA
TO CU
HERMACK.
HERMACK: It's my belief that these criminals are now attacking the Government navigation beacons, and plundering the argonite.

(3 next)

23. 1 C 24 cont. -5B-

24. 3 A 8
CU WARNE HERMACK: (CONT). There can be no other explanation for its failure.
This being the case, I have
25. 2 C 8
CU HERMACK decided to abandon our present mission and investigate the failure
26. 1 C 24 of this beacon in the New Sarun Sector. I want all section commanders on the bridge at twenty hundred hours. Resume normal duties until then. (Sector 3 solar time.)
H/A 2-s.:
WARNE/HERMACK.
PAN R. AS
WARNE Xs to desk and
HERMACK sits.
2-s.:
HERMACK/WARNE
see desk top.

(HE CUTS OUT THE SPEAKER.)

WARNE IS PUNCHED A BUTTON TO LIGHT UP A CHART UNDER A TRANSPARENT TOPPED NAVIGATION TABLE)

WARNE: There are eighteen space-beacons scattered across this sector sir.

STANDBY
T/K 38

HERMACK: Seventeen, Ian - until the one at New Sarun's replaced.

WARNE: Seventeen. And they're millions of miles apart.

(HERMACK JOINS HIM AT THE TABLE)/

27. 2 D 16
MCU HERMACK.

How can we tell which one the pirates are likely to pick off next?

28. 1 C 24
2-s.: HERMACK/
WARNE HERMACK: We can't./

WARNE: Exactly, sir. The chances are seventeen to one against us being in the right spot at the right time./

RUN T/K 38

29. 3 A 16
HERMACK'S
HAND.
DETAIL OF CHART
30. 1 C 24
HERMACK/WARNE

HERMACK: With our speed I think we can cut those odds a bit. There are four beacons over here in the Pliny solar system.... That's where we'll start our patrol.

M.4. :
PIRATE MUSIC

TELECINE SEQ. 4.

S.O.F.

(2 next)

(2 to A)
(4 to A)

BETA DART ARRIVES AT ALPHA SEVEN.

The Beacon in space.

A black, dart-shaped SPACESHIP curves into the picture and circles the BEACON. It's retro-rockets flare and the SHIP delicately loses speed and docks delicately alongside the BEACON.

WE TRACK IN CLOSER and see a sort of conning tower slide from the SPACESHIP'S HULL and connect with the airlock on the BEACON.

END OF T/K SEQ. 4.

GO PRESSURE

4A. Cl. 2A.G.

31. 2 A 24 / 2. INT. AIRLOCK.
MCU PRESSURE
GUAGE: (3")

Cl

Fx 1: Pressure

GO DOOR

PAN L.
TO DOOR :
IT OPENS.

(WE HEAR THE SUCKING HISsing NOISE AS THE CIRCULAR HATCH SLIDES OPEN ON INSIDE OF THE CHAMBER.

Fx.2: Hatch Opens.

HOLD ACTION
AS CAVEN COMES
IN FOLLOWED BY
DERVISH AND
2 MEN.
THEY X CAVEN.
HOLD 2-s.:
CAVEN/DERVISH.

WE HEAR THE SOUND OF AIR JETTING INTO THE CHAMBER AND A PRESSURE METER IN THE WALL RECORDS THE CHANGE.

THE BRANK STEEL WALL BEHIND THE HATCH NOW SLIDES BACK AND CAVEN ENTERS THE AIR LOCK.

(4 next)

DM

- 7 -

31. 2 A 24 cont.

DERVISH IS THIN AND
TALL AND BALD. HE
CARRIES NO WEAPONS.

BEHIND THESE TWO -
NOT IMMEDIATELY - COME
TWO ENGINEERS CLAD IN
SPACESUITS AND CARRYING
BOXES OF EQUIPMENT)

CAVEN: (IMPATIENT) Come on! Speed
it up!

PUSH IN
TO L/A C.
2-s.

DERVISH: Caven, I don't like this.

CAVEN: I'm not asking you to like
it, Dervish. Just get those scissor-
shots in position./

32. 4 A 16
L/A MCU
DERVISH.

DERVISH: If w attack any more of
these beacons we'll have the whole
darned Space Corps in this sector!
Interstella

33. 2 A 24
L/A C.2-s.:
CAVEN/DERVISH.

CAVEN: Listen, as of this minute
the Space Corps has its hands full
of trouble - brushfire wars
in different sectors. There's never
been a better time for getting
rich!

PAN DERVISH
R. PAST 2 MEN.

3-s.: 2 MEN/
DERVISH.

GO HATCH

DERVISH SHRUGS. HE
OPERATES A WHEEL SET
IN ONE BULKHEAD AND
OPENS A PANEL INTO THE
BEACON. HE SIGNALS
THE TWO ENGINEERS THROUGH)

Ex.2 Hatch
Opens

2 MEN STEP
THRU' HATCH :
MAKE 2-s.:
CAVEN/DERVISH,
AS HE STEPS IN.

DERVISH: All right, boys. We'll
place four shots along the main axle
and then attach repeaters round the
hull.

(THE TWO SPACESUITED MEN
CLAMBER THROUGH.

STANDBY T/K
38

CAVEN STOPS DERVISH AS
HE IS ABOUT TO FOLLOW)

(4 next)

- 7 -

DM

33. 2 A 24 cont. - 8 -

CAVEN: You're a good engineer, Dervish. Just do your job and leave me to worry about the Space Corps./

34. 4 A 8
CU DERVISH.

DERVISH: Okay. But I spent ten years working for Earth Government -/

35. 2 A 24
C.2-s.:
CAVEN/DERVISH.

CAVEN: You should've stayed with 'em. You'd have got a pension./

36. 4 A 8
CU DERVISH.

(2 to G
fast)

DERVISH: Attacking government property is the one crime they make sure never pays./

37. 2 G 24
2-s.:
CAVEN/
DERVISH.

CAVEN: (SLAPPING BULKHEAD) Sixteen hundred tons of pure argonite pays all right, Dervish. To me, this is like a floating bank-roll.

RUN T/K
38

HOLD SHOT
AS THEY X
INTO BEACON.

(HE GUFFAWS WITH LAUGHTER.

(4 to Caption)

DERVISH STEPS THROUGH
INTO THE BEACON, AS CAVEN
FOLLOWS, STILL LAUGHING:)

TELECINE :

S.O.F./

Ext. The Beacon.

TWO SPACESUITED FIGURES
are floating effortlessly
across its surface and
pausing to attach magnetic
charges to the hull.

NEW ANGLE:

TWO SPACESUITED ENGINEERS
are clamping a rocket
propulsion unit to the
hull of the BEACON.

END OF T/K SEQ. 5.

S/I VIDICON CAMERA
(Radar Sweep)
OVER 4's OUTPUT (Shot 38)
AND FEED TO EIDAPHORE
AND FLOOR MONITORS.

CAPTION 1: 4 BEACONS
ON CAM. 4.

LIFT DOOR CLOSED

38. 4 A 3. INT. V-SHIP FLIGHT DECK.

Caption 1:
MCS 4 BEACONS.
(For Eidaphore
& Floor Mons.)

Caption
F/X Int.
FLIGHT DECK

39. 1 D 24
2-s.: WARNE/
PENN.
See Eidaphore
Screen.

(WARNE IS MOVING ACROSS
THE LOWER SECTION OF
THE FLIGHT DECK. HE
STOPS BY ONE OF THE
OBSERVERS)

(2 next)

- 8 -

39. 1 D 24 cont. - 9 -

WARNE: What range are the forward scanners set for, Tenn?

TENN: Fifteen hundred, sir.

WARNE: Re-set them at two thousand.

CAM.4. ZOOM
OUT TO LS :
CAPTION.

TENN: Very good, sir.

WARNE: And remember to keep a sharp eye on the screens. There are a lot of rogue asteroids in the Tliny system.

PULL BACK TO
POS. C.
PANNING WARNE
L.
HOLD HERMACK
AS WARNE PASSES
HIM.

(HE GOES UP THE SHORT
COMPANION-WAY TO THE
BRIDGE WHERE HERMACK
IS SITTING AND TALKING
INTO A HANDPHONE)

FIND WARNE
IN 2-s.
AS HE ARRIVES
ON BRIDGE.
HOLD 2-s.:
WARNE/HERMACK.

HERMACK: One thing more. Make sure the minnow-ships are fully fuelled and put the detonation heads on their missiles. Report back as soon as that's done.

(HE PUTS THE HANDPHONE
DOWN AND LOOKS AT WARNE)

WARNE: We're approaching the Tliny system now, General. We've made scanner contact with all four beacons. They're functioning normally.

CRAB L. to
POS. E.
AS HERMACK
RISES & Xs.
HOLD L/A
2-s.
WARNE/HERMACK.

HERMACK: Good.

(HE GETS UP AND GOES
TO THE CHART TABLE)

CAPTION SCANNER: This planet, Ta, is the main one
SLIDE A2: in the system. We'll orbit here for
PLANET 'TA'. a few weeks and see what happens.

40. 2 E 16 WARNE: So that's Ta! /

C.2-s.:
WARNE/HERMACK.

HERMACK: You've heard of it?

/CHANGE CAPTION
ON CAM.4 TO (2).
'BETA DART' AT
'ALPHA 7'.

(1 next)

9 -

DM
40. 2 E 16 cont. - 10 -

41. 1 E 8
CU HERMACK

WARNE: It's the headquarters of the Issigri Mining Company - the most productive argonite planet in the entire galaxy./

42. 2 E 8
CU WARNE

HERMACK: (NODS) Madelaine Issigri has built quite a place there - which is one reason for basing ourselves in the Pliny system.

(A BEAT)

43. 1 E 8
CU HERMACK

WARNE: Why is that a reason, sir?/

44. 2 E 24
2-s.: WARNE/
HERMACK.

HERMACK: If we're out here long, Ian, the men will need somewhere for rest and recreation. Deep space sickness is the one thing we can't chance.

PENN: (CALLS) Major Warne!

PAN WARNE R.
TO CHAIR.

(WARNE CROSSES THE
BRIDGE)

45. 1 E 16
MCU PENN

WARNE: What is it, Penn?/

46. 2 E 16
MCU WARNE
(1 to C)

PENN: I've got a contact, sir, at Beacon Alpha Seven!/
WARNE: Hold on it ... Any identification?

47. 1 C 24
SINGLE HERMACK.

PENN: No, sir. Too far away./

MAKE 2-s.:
AS HE SITS :
HERMACK/WARNE.

(HERMACK HAS COME UP
BESIDE WARNE.

(2 to F)

THE TWO OFFICERS
STARE DOWN AT THE
SCREEN IN FRONT OF
PENN)

PUSH IN TO
CU HERMACK
AS WARNE
LEAVES.

HERMACK: It's a spaceship right enough. Check flight information, Ian - see if anything should be out there.

(2 next)

DM
47. 1 C 24 cont. - 11 -

WARNE: Right, sir.

(HE PICKS UP THE
HANDPHONE. WT IOSE
HIM)

48. 2 F 24 HERMACK: Change course for Beacon
Alpha Seven./
3-s.: MAN/
PENN/MAN

(TWO OF THE TECHNICIANS
ADJUST THE CONTROLS
ON THEIR COMPUTER PANELS.)

49. 1 C 16
CU HERMACK.

HERMACK HAS CROSSED BACK
TO THE STEAKER. HE FLICKS
IT ON)

50. 3 A 24 Bridge to power-room. Give me ten
seconds' main boost./

SINGLE HERMACK
AS HE SWINGS
CHAIR.

MAKE 2-s.
AS WARNE Xs
f/g to
WARNE/HERMACK.

(THE LOW HUMMING THAT IS
A PERMANENT BACKGROUND
SOUND EFFECT ON THIS SET
RISES TO A HIGH WHINE
FOR TEN SECONDS AND THEN
DROPS BACK TO ITS NORMAL
LEVEL.

F/X 6.
GO 10" MAIN
BOOST.

WARNE COMES BACK TO HERMACK
WHO HAS RETURNED TO STARE
AT THE SCREEN AGAIN)

STANDBY T/K
38

WARNE: According to flight
information, sir, there should be
no ships in the area for the next
seventeen days.

(1 next)

(On to page 12)

RG 50. 3 A 24 cont. - 12 -

HERMACK: So whoever they are, they haven't reported to central flight information ...

51. 1 C 24
3-s.: MONITOR/
WARNE/HERMACK

WARNE: Do you think it's the pirates, sir?

RUN T/K 38

HERMACK: It could be. Though some of these commercial flights don't always like to report their whereabouts for reasons of their own.../ Anyway, we'll soon know.

52. 3 A 8
CU HERMACK.

M.5 : PIRATES/

TELECINE 6:

S.O.F.

BETA DART LEAVING ALPHA SEVEN:

The pirate ship detaches itself from the Beacon and floats off.

OPEN LIFT

CHANGE CAPTION TO/
ANIMATION 1. ON CAM.4.

END OF T/K SEQ. 6.

/GO ANIMATION/ : 'BETA DART' LEAVES 'ALPHA 7'

53. 3 A 16 / 4. INT. V-SHIP FLIGHT DECK.
3-s.: HERMACK f/g.
PENN/
Eidaphore b/g.

/3A. 1C. 1A. B1. 2E.F. + 4A on Caption/

F/X : V.
Ship Int.

(PENN REACTS, STARES MORE CLOSELY AT THE SPECKS OF LIGHT ON THE SCREEN IN FRONT OF HIM)

PENN: She's backing off, sir!

HERMACK: Keep track of that ship!

54. 1 C 16
2-s.: HERMACK/
WARNE

PENN: She's moving away quite fast, sir.

WARNE: Got a good turn of speed for a commercial.

55. 2 F 8
CU PENN

HERMACK: Is Beacon Alpha Seven still functioning?

56. 1 C 16
2-s.: HERMACK/
WARNE

PENN: Yessir. Strong signal now.

(3 next)

STANDBY T/K 38

RG 56. 1 C cont.

- 13 -

HERMACK: (RELIEVED) Well, that's something.

WARNE: Maybe they were picking up some emergency supplies, sir? Some of these beacons hold medical kits and reserve oxygen. /

57. 3 A 16
2-s.: HERMACK/
PENN.

PENN: Sir, there's another signal coming in now... It's a U.H.F. /

58. 1 C 8
CU WARNE
/ RUN T/K 38 /

WARNE: (REACTS) U.H.F.! That's reserved for demolition teams... /

59. 2 F 8
SINGLE HERMACK

60. 3 A 16
2-s.: HERMACK/
PENN.

PENN: Yessir!

(HE MOVES A SWITCH
AND THE FLIGHT DECK
IS FILLED WITH A HIGH-
PITCHED WARBLING LIKE
A CASTRATED SIREN.

F/X 5:
(As F/X
1 on film)
Castrated
Siren.

CUT)

TELECINE 7:

ALPHA SEVEN EXPLODES:

The warbling radio signal carries over from the previous scene.

We move in close to the Beacon and see one of the magnetic charges attached to the hull suddenly implode.

The Beacon breaks up into segments, like a bar of chocolate ...

END OF T/K SEQ. 7.

CHANGE ANIMATION TO 2. ON CAM.4.
'ALPHA 7' flickers out 'BETA' remains
for scene 5:

CAM. 4 & VIDICON OUTPUT TO
THREE POINTS:

1. EIDAPHORE.
2. MONITOR ON PENN'S DESK.
3. MONITOR ON BRIDGE.

T/K TO BE MIXED TO BRIDGE
MONITOR ONLY WHILE OTHER TWO
SHOW ORIGINAL OUTPUT.

61. 3 A 8 / 5. INT. V.SHIP FLIGHT DECK. / 01/B1
SINGLE PENN
(2 next)

- 13 -

LG 61. 3 A 8 cont. - 14 -

PENN: Alpha Seven's broken up, sir!

62. 2 F 8 (THE WARBLING SIGNAL STOPS SUDDENLY)
SINGLE HERMACK.

HERMACK: (FURIOUS) Right under
GO ANIMATION 2 our noses!

63. 1 C 24 (ON THE SCREEN IN FRONT /
2-s.: PENN / OF PENN THE FLICKERING
SCREEN. BEACON SIGNAL DIES AWAY)

64. 2 F 16 PENN: Lost the beacon, sir. No
2-s.: HERMACK / more signals.

WARNE: There won't be. It's
probably in a dozen separate bits.

HERMACK: Penn, hold the contact
with that pirate ship!

PENN: Yessir.

HERMACK: At least we can make sure
they don't get away. Give me
a projected arrival time.

RUN T/K 38/

T/K CHANNELLED TO
BRIDGE MONITOR:
MIX IT TO BRIDGE
MONITOR.

(WARNE WALKS A COUPLE
OF POINTERS)

65. 1 C 24 WARNE: Three hours, sir. I wonder
2-s.: HERMACK / if we can get a visual of them
WARNE. on the bridescanner?

CRAB L. TO
POS. E.

WITH WARNE
AS HE XS to
Monitor.

(HE FLICKS ON THE BRIDGE
SCANNER SCREEN AND
TURNS IT LIKE A TELEVISION
SET, GRADUALLY BRINGING
THE BLACK DART OF THE
PIRATE SHIP INTO FOCUS.
THE BROKEN DEBRIS OF
THE SPACE BEACON CAN BE
SEEN FLOATING AROUND IT)

CUT TO T/K

SEQ. 7A:
DART & SLCTIONS
LEAVING FRAME.

There she is, sir.../and there's
what's left of the beacon.

66. (1 to E)

3 A 8

CU HERMACK

(1 next)

- 14 -

CHANGE
ANIMATION
TO CAPTION
3: 8
FRAGMENTS
WITH 'BETA'

66. 3 A cont.

(HERMACK NODS WITH
SATISFACTION)

67. 1 E 24

3-s.: WARNE/
MONITOR/HERMACK.

HERMACK: We've got them cold, Ian!
We'll be on them long before they've
salvaged all that scrap./

WARNE: So long as they don't spot
us approaching, sir. That ship
looks fast.

/GO INTERFERENCE/

HERMACK: They don't even suspect
we're in the area... What's
wrong with that scanner?

CAM. 4: SLOW
ZOOM OUT AND
PAN DIAGONALLY
DOWN L.

(WARNE IS CONSTANTLY
ADJUSTING THE CONTROLS.
TRYING TO HOLD THE
PICTURE)

68. 3 A 16

3-s.: HERMACK/
PENN/EIDAPHORE.

WARNE: We seem to be losing visual
contact ./.

PENN: The ship's moving away, sir.

PUT VIDICON
AND CAM. 4.
OUTPUT BACK
ON BRIDGE MON.

HERMACK: What?

PENN: Just started to go ... and
the beacon debris is moving, too,
sir!

HERMACK: Keep that contact, Penn!

(A BEAT)

69. 2 E 24

2-s.: HERMACK/
WARNE

PUSH IN TO
POS. D.

FADE CAM. 4.

PENN: It's no good, sir. She's
going fast... moving out of
range.../

HERMACK: She must have twice our
speed.

WARNE: The minnows could hold on
to her.

HERMACK: Not at this distance. They
haven't the fuel.

(1 next)

69. 2 E 24 cont.

PENN: Lost contact, sir.

70. 1 C 16
C.2-s.:
HERMACK/WARNE

HERMACK: Hold this course. Keep searching. /

71. 2 D 8
CU HERMACK

WARNE: They must have attached rocket units to the sections of the beacon, sir, they way they moved off. /

72. 1 C 24
C.2-s.: HERMACK/
WARNE

HERMACK: Yes, they're well organized. Cut the beacon into manageable sections with scissor-charges and then shoot the bits off to some pre-arranged collection point. Clever. /

Hold Hermack
as he rises
to 2-s.:
HERMACK/WARNE.

WARNE: And quick. It cuts down the time they're at risk and they can burn out the argonite at their leisure.

HERMACK: Ian, we've got to re-think our tactics. We're never going to catch them by normal patrol methods.

73. 2 D 8
CU HERMACK

WARNE: What else can we do, sir? /

HERMACK: Man the beacons.

WARNE: Man them? You mean ...

74. 1 C 8
CU WARNE

HERMACK: It's the only answer. We'll drop small parties, four or five men, at each beacon. We'll leave them rations and supplies for two months. All these MarkV beacons were designed as emergency survival stations. /

75. 2 D 24
2-s.: HERMACK/
WARNE.

WARNE: Yes, but I don't think anybody's ever tried living on them, sir. They're pretty primitive. /

Hold Hermack
as he sits.

HERMACK: (SNAPPY) I'm not concerned with men's comfort, major! Set course for the nearest beacon. /

WARNE: Sir.

RUN T/K 38TELECINE 8:V.SHIP ARRIVES AT ALPHA FOUR:

We see the V-Ship
nose alongside and dock,

END OF T/K SEQ. 8:S.O.F.
+ M.6 :
Pirates
GO PRESSURE
77. 4 C 35 /6. INT. AIRLOCK.
ES AIRLOCK
CI
F/X 1
Pressure up

HATCH OPENS.

GO HATCH 1

HOLD ACTION
AS SORBA
ENTERS
FOLLOWED BY
4 GUARDS
AND WARNE.

(AS BEFORE, THE HISS OF
AIR PRESSURE BUILDING
UP. THE HATCH ENTRANCE
SLIDES OPEN AND AN ARMED
SPACE CORPS OFFICER
ENTERS THE AIRLOCK. THIS
IS LIEUT. SORBA. HE IS
A NEGRO IN HIS MID-TWENTIES,
LITHE AND ATHLETIC IN
HIS MOVEMENTS.

F/X 2GO HATCH 2

PAN THEM R.
HOLD 2-s.:
WARNE/SORBA

SORBA IS FOLLOWED BY
FOUR SPACE GUARDS,
ALL ARMED AND CARRYING
IDENTICAL SURVIVAL PACKS,
SORBA TURNS THE WHEEL
TO OPEN THE HATCH INTO
THE BEACON. HE WAVES THE
MEN THROUGH.

F/X 2

WARNE COMES IN FROM THE
V-SHIP. HE HANDS SORBA
A STEEL BOX)

WARNE: Here's your radio, Lieutenant,
beamed automatically to main control.
The first sign of trouble all you
have to do is press this switch.
Okay?

SORBA: Oh, I'll press it, don't
worry.

STANDBY T/K
38

WARNE: Remember your main job here
is to give us the earliest possible
warning in the event of the pirate
ship approaching.

(Telecine
next)

771 4 C 35 cont. 18 -

SORBA: And after that we can fight, eh?

WARNE: After that I think you'll have to, Joe. (HE SHAKES HANDS)
Good luck.

SORBA: And to you.

HOLD WARNE
AS SORBA
EXITS.

(WARNE TURNS BACK INTO
THE V-SHIP)

RUN T/K 38

PAN HIM L.
TO HATCH &
OUT.

WARNE: See you in about six weeks.

SORBA: I hope.

GO 2 HATCHES

(HE GRINS AND GOES INTO
THE BE CON. AS BOTH
SETS OF HATCH DOORS
START TO CLOSE)

F/X 3
F/X 3

M.7.

S.O.F.

TELECINE 9:

V-SHIP LEAVING ALPHA FOUR
AND BEACON RECEDING:

T/K OUTPUT ON BRIDGE MONITOR

The V-ship draws away from
the beacon

3B. 1C. A1. 2D.

78. 1 C 35 / 7. INT. V-SHIP FLIGHT DECK. A1

2-s.: PENN/
HERMACK

(WARNE COMES THROUGH THE
HATCH ONTO THE BRIDGE)

GO LIFT DOORS

F/X 7:
Lift Noise.
F/X 8:
Lift Doors
Open.

MAKE 2-s.:

WARNE/HERMACK
AS PENN LEAVES
SHOT AND
WARNE COMES
IN.

HERMACK: Set a course for Alpha
Nine.

PENN: Very good, sir.

HERMACK
RISES TO
2-s. :
WARNE/
HERMACK.

(WARNE IS LOOKING AT THE
MAIN SCANNER. IT SHOWS
ALPHA FOUR BEACON IN
SPACE. THE BE CON IS
RECEDING AS THE V-SHIP
MOVES AWAY. HERMACK JOINS
HIM)

(3 next)

78. 1 C 35 cont. - 19 -

79. 3 B 24
2-s.: WARNE/
HERMACK

WARNE: I told Lieutenant Sorba we'd be back in about six weeks, sir./

80. 2 D 8
CU WARNE

HERMACK: Or much earlier if the pirates raid Alpha Four. How was morale among the picquet?/

81. 3 B 8
CU HERMACK

WARNE: Pretty high, sir. I think they're hoping for the chance of a party./

82. 2 D 8
CU WARNE

HERMACK: They understand they're to shoot on sight?/

83. 1 C 24
2-s.: WARNE/
HERMACK.

WARNE: I told them./
No, anyone poking his nose aboard Alpha Four will find plenty of trouble waiting.

RECORDING PAUSE : REPO

RUN T/K 38

TELECINE SEQ. 10:

ALPHA FOUR :

GOING IN TO ONE OF
THE SEGMENTS.

END OF T/K SEQ. 10.

S.O.F.
+ M.8.

84. 3 C 35 /7A. INT. BEACON COMPUTER BAY.
H/A : LS.
COMPUTER BAY.

X FADE
F/X 9 :
TARDIS NOISE.

(THIS IS A SMALL
COMPARTMENT CRAMMED
FULL OF COMPUTER
EQUIPMENT : THE TARDIS
MATERIALISES.)

85. OVERLAY:
1 X
MODEL : TARDIS

RECORDING BREAK

86. 2 G 35 /8. INT. BE CON COMPANIONWAY (1) B2
TOP OF LADDER

PULL BACK
WITH GUARD
WHO CLIMBS
DOWN LADDER
TO GROUP
SHOT :
MAKE 2-s.:
GUARD/SORBA

(ON A GUARD CLAMBERING
DOWN A LADDER. HE JUMPS
THE LAST FEW RUNGS AND
TURNS TO SORBA.)

SORBA IS TALKING TO
THE OTHER GUARDS BUT
HE BREAKS OFF AS THE
FIRST GUARD CALLS TO
HIM)

GUARD: Sir!

SORBA: What's it? Why aren't you
in the observation dome?

GUARD: There's something in the
computer bay, sir!

SORBA: Something? What does that
mean?

GUARD: I heard something in there,
sir. A noise...

SORBA: (AFTER A DISBELIEVING BEAT)
All right, we'd better check it out.
On your feet.

DEPRESS
AND PAN R.
AS THEY GO
THRU' DOOR.

(AS THE GUARDS JUMP UP,
GRABBING THEIR GUNS:)

B2. 2H. 3D. A2. 1F.

87. 3 D 35 /9. INT. BEACONS COMPUTER BAY.

MS TARDIS
MAKE 2-s.:
DOC/ZOE.
then
3-s.: with
JAMIE/DOC/ZOE.

(THE DOOR OF THE TARDIS
OPENS AND DOCTOR WHO,
JAMIE AND ZOE ENTER)

B2/A2
(B2 take
over from
A2 when
poss.)

(1 next)

87. 3 D cont.

DOCTOR WHO: Oh, dear!

ZOE: What's wrong?

DOCTOR WHO: I don't think we're quite where I expected... Still, never mind, eh? This looks rather interesting ...

JAMIE: Interesting? A lot of old machinery.

DOCTOR WHO: Yes, Jamie. I've never seen computers like these before.

88. 1 F 24 ZOE: It's some sort of control room.
MCU DR.WHO.

Make 2-s.:
JAMIE/DOC.

DOCTOR WHO: But what is it controlling?

89. 2 H 24 JAMIE: If you ask me, we should get out of here before somebody catches us!/
SINGLE ZOE.

Make 3-s.:
JAMIE/DOC./
ZOE.

ZOE: Good idea! There's a door over there ...

JAMIE: (STOPPING HER) I mean in the Tardis!

DOCTOR WHO: Don't worry Jamie. It's obvious there's nobody here.

90. 3 D 24 JAMIE: How do you know?
MCU DOC.

(THE DOCTOR POINTS
AT A COUPLE OF BITS
OF APPARATUS)

Make 2-s.:
DOC/ZOE.

DOCTOR WHO: Well, look.. this machine is designed to operate by itself.

ZOE: But what does it do, doctor?

(2 next)

90. 3 D 24 cont.

DOCTOR WHO: An unmanned spacecraft in a fixed orbit... and too far away from anywhere to be a weather satellite. Let's see if we can find any clues further on.

91. 2 H 24
3-s.: JAMIE/
ZOE/DOC.

F/X 10:

Feet on Iron

Ladder

HOLD THEM
THRU' HATCH.

(HE OPENS THE HATCH DOOR THAT ZOE HAS INDICATE AND CLIMBERS THROUGH. ZOE FOLLOWS. THERE IS A CLATTER OF FEET ON STEEL STEPS. JAMIE TURNS, STARTLED)

JAMIE: Hey, what's that?

92. 3 D 24
MANHOLE
OPENS.
SORBA COMES
THRU'
FOLLOWED BY
GUARDS.

(THE DOCTOR AND ZOE LOOK BACK. A CIRCULAR MANHOLE IN THE FLOOR OF THE COMPUTER BAY IS FLUNG BACK WITH A CRASH. SORBA COMES CLIMBING UP INTO THE ROOM, HE SEES JAMIE WHILE HE IS STILL ONLY HEAD AND SHOULDERS THROUGH THE MANHOLE.)

93. 2 H 35
GROUP SHOT
AS SORBA
FIRES.

SORBA: Stop!

ZOE: Come on, Jamie!

GO BULLET F/X

F/X 11:
Bullet

(JAMIE NEEDS ON URGES. HE FLINGS HIMSELF THROUGH THE HATCH DOOR AS SORBA POINTS HIS BLASTER GUN. HIS FIRST SHOT RICCOCHETS OFF THE EDGE OF THE HATCH)

1F. A2

94. 1 F 35 /10. INT. BEACON CORRIDOR.

3-s.:
JAMIE/ZOE/
DOC.

PAN THEM R.
TO HATCH.

(JAMIE SLAMS THE HATCH SHUT BEHIND HIM. WE HEAR FURTHER SHOTS BLAST INTO THE OTHER SIDE OF THE WALL.)

F/X 11

F/X 11

F/X 11

(2 next) - 22 -

94. 1 F 35 cont. 25 -

JAMIE: (BITTER) Nobody here, eh?ZOE: Now what are we going to do?
The Tardis is in there!STANDBY
T/K 38DOCTOR WHO: There's only one thing
we can do - run!(HE SUITS HIS ACTIONS
TO HIS WORDS. THE
OTHERS FOLLOW HAND ON
HIS HEELS)JAMIE: Next time perhaps you'll
listen to me!ZOE: It there is a next time...95. 2 H 24 / 11. INT. COMPUTER BAY. B2GROUP SHOT
SORBA F/G.MAKE BCU :
SORBA AS
HE TURNS
INTO CAM.(SORBA IS WITH HIS MEN.
HE TURNS FROM EXAMINING
THE TARDIS)RUN T/K 38SORBA: All right, there's only
three of them and they can't get
away. Hunt them down and don't
forget - shoot to kill!(HE LEADS OUT THROUGH
THE HATCH)M.9./TELECINE 11.:S.O.F./BETA DART ARRIVES AT ALPHA FOUR:We see the pirate ship
nosing up to the space
beacon.END OF T/K SEQ. 11./GO PRESSURE/96. 4 C 35 / 2. INT. BEACON AIRLOCK. C1
MS GUAGE. F/X 1PAN L. TO
HATCH./GO HATCH 1/F/X 2/

96. 4 C 35 cont.

HATCH
OPENS :
MAKE 2-s.:
DERVISH/
CAVEN.

(ONCE MORE WE GO THROUGH
THE ROUTINE OF BUILDING
AIR PRESSURE AND OPENING
THE SEALED HATCHES.
CAVEN AND DERVISH ENTER
THE AIRLOCK)

CAVEN: Alpha Four - another present
from the home planet's taxpayers...

DERVISH: The same procedure as last
time?

HOLD 2-s.:
AS CAVEN
STEPS
FWD.

CAVEN: Yes, Dervish. But now
you've had a little practice - get
those scissor-charges laid a bit
quicker, eh?

(THERE IS A MUFFLED THUMP
OF GUNFIRE INSIDE THE
BEACON. DERVISH STARTS)

F/X 11

F/X 11

DERVISH: What's that? (FURTHER
GUNFIRE) Caven, those are blaster
guns!

HOLD CAVEN
AS DERVISH
EXITS.

CAVEN: Get the crew in here! At
the double -

(DERVISH RUSHES BACK INTO
THE PIRATE SHIP AS WE:)

STANDBY T/K 38

B3. 3E.F.

97. 3 E 24 / 33.
3-s.:
JAMIE/ZOE/
DOC.

BEACON CORRIDOR

B3

PUSH IN
TO POS. F.

(ZOE, THE DOCTOR AND JAMIE
CLAMBER INTO THE CORRIDOR
THROUGH ANOTHER HATCH. THE
DOCTOR THROWS A LOCKING BAR
ACROSS THE HATCH)

(Telecine next)

97. 3 E 24 cont.

JAMIE: Are you all right, Zoe?

PAN R.
TO EXCLUDE
HATCH.

ZOE: Yes.. I think so.

DOCTOR: That'll hold them for a while.

RUN T/K
38

ZOE: Why are they trying to kill us? We haven't done anything!

DOCTOR WHO: I don't know but we can't stop to find out -

JAMIE: Look!

TELECINE SEQ. 12:
BURNER CUTTING THRU'
HATCH.

(HE POINTS. A BURNER IS
CUTTING THROUGH THE HATCH
BEHIND THEM)

98. 3 F 24 / DOCTOR WHO: Come on! We must find
3-s.: JAMIE/ somewhere to hide!
ZOE/DOC.

PAN THEM R. (THEY DASH OFF DOWN THE
DOWN PASSAGE. CORRIDOR)

3E. A3. 1H.

99. 1 H 35 / 14. INT. BEACON COMANIONWAY

3-s.: As
they come
thru' :
DOC/ZOE/
JAMIE.

THE TRAVELLERS
ENTER THROUGH THE USUAL
SUBMARINE-STYLE HATCH.
JAMIE LOOKS ROUND WHILE
THE DOCTOR IS SECURING
THE HATCH BEHIND THEM)

PAN JAMIE
R. TO
UPPER LEVEL.

JAMIE: Doctor .. there's no way
out of here!

DOCTOR What?

100. 3 E 24 / JAMIE: Look./

3-s.: DOC./
JAMIE/ZOE.

(PAN ROUND THE SOLID WALLS
OF THE CELL-LIKE ROOM)

(1 next)

100. 3 E 24 cont. - 26 -

ZOE: Doctor. What can we do?

(SHE TURNS TO THE HATCH.
THE DOCTOR STOPS HER)

101. 1 H 8
CU DOC.

DOCTOR WHO: I don't know, Zoe. If
we go back into that passage we'll
walk straight into them.

102. 3 E 8
CU ZOE.

We're trapped! /

103. 1 H 8.
CU DOC.

RECORDING BREAK

2J. B3. 3G.

104. 2 J 35 / 15. INT. BEACON CORRIDOR. B3
GROUP SHOT
AT DOOR.

(A SECTION OF THE HATCH
HAS BEEN ALMOST BURNED
OUT. A COUPLE OF HEFTY
KICKS FINISH THE JOB.
A PANEL OF METAL DROPS
INTO THE CORRIDOR AND IS
FOLLOWED BY SORBA AND
HIS GUARDS)

105. 3 G 35
L/A GROUP
SHOT :
HOLD ACTION
AS GROUP
ARE SHOT.

SORBA: This way... /

SORBA FALLS
IN F/G.

(HE LEADS OFF. SUDDENLY
THERE IS A BURST OF GUN-
FIRE BEHIND HIM. SORBA
SPINS ROUND TO SEE HIS
GUARDS FALLING. BEYOND
THEM THE CORRIDOR IS FULL
OF CAVEN'S MOTLEY (i.e.
UNIFORMED) GANG OF
CUTHROATS. SORBA BRINGS
HIS GUN UP BUT IS BLASTED
BEFORE HE CAN PULL THE
TRIGGER. HE SPINS BACK
AGAINST THE BULKHEAD AND
THEN FALLS TO THE GROUND.
HIS RADIO-TRANSMITTER
BOUNCES AWAY FROM HIM.)
SORBA STRETCHES OUT A
BLOODY HAND ... WITH AN
EFFORT HE REACHES THE SET
AND PRESSES THE SWITCH
BEFORE SLUMPING UN-
CONSCIOUS)

F/X 11

106. 2 J 24
H/A :
SORBA :
PUSH IN TO
CU BOX AS HE
SWITCHES
IT ON.

1C. A1. 4D. (under 2's cable) C2

107. 4 D 35 / 16. INT. V.SHIP FLIGHT DECK.
3-s.: HERMACK/
WARNE/PENN.
(1 next) - 26 -

107. 4 D 35 cont.

(MUCH AS BEFORE.
HERMACK AND WARNE ON
THE BRIDGE AND THE
TECHNICIANS GOING
QUIETLY ABOUT THEIR
ROUTINE TASKS)

108. ,1 C 24 PENN: Thirty minutes from Beacon
2-s.: HERMACK/ Alpha Three, sir! /
WARNE. HERMACK: Right. Warn the picquet
to stand by on C-deck, Ian.

(WARNE IS ABOUT TO LEAVE
THE BRIDGE WHEN A HIGH-F/X 12V
PITCHED RADIO SIGNAL
SUDDENLY FREEZES EVERYONE)

109. 4 D 35 That's it! /
3-s.: HERMACK/
WARNE/PENN. PENN: Emergency from Beacon Alpha
110. 1 C 16 Four, sir. /
C.2-s.: HERMACK/
WARNE. WARNE: Sorba's being attacked!

HERMACK: Set course for Alpha Four!
Try to get a visual on the scanner,
111. 4 D 24 Ian. /
2-s.: PENN/
MAN. (A MOMENT OF SPEEDY AND
HOLD MAN TO EFFICIENT WORK BY THE
PEN : TECHNICIANS ON THE LOWER
CRAB R. TO TIER. THEN PENN HAS THE
CU PENN. NEW BEARING IN FRONT OF
HIM)

112. 1 C 16 PENN: On course, sir! /
CU HERMACK.
(HERMACK NODS AND PUNCHES
THE SPEAKER BUTTON)

HERMACK: Bridge to Power Room. I
want main boost for as long as you
can hold it without vapourising the
113. 3 G 35 motors! /
L/A 3-s.:
DERVISH/
CAVEN/SORBA.
(2 next) - 27 -

113. 3 G 35 cont.

2J. B3. 3G.

17. INT. BEACON CORRIDOR

(CAVEN NUDGES THE
PROSTRATE SORBA WITH
HIS TOE. SORBA GROANS)

CAVEN: This one's still alive.

114. 2 J 24
2-s.:
DERVISH/
CAVEN. DERVISH: So the Space Corps are
too busy to bother about us, are
they? /

CAVEN: Shut up, I'm thinking!

DERVISH: It's too late for
thinking. We've got to get out of
here!

CAVEN: Four Space Guards and an
officer. What were they doing
here?

DERVISH: There must be a cruiser
in the area.

115. 3 G 35
3-s.:
DERVISH/CAVEN/
SORBA. CAVEN: Not a big enough party to
defend the beacon. But they must
have been put aboard here for a
reason... /

(HE PICKS UP THE BOX LYING
BESIDE SORBA'S OUTSTRETCHED
HAND)

What's this?

(DERVISH EXAMINES THE BOX)

116. 2 J 24
2-s.:
DERVISH/
CAVEN. DERVISH: It looks like a fixed beam
transmitter..(REALISING) That's
what they've done, Caven! That
ship'll be on its way back here now! /

(CAVEN TAKES THE RADIO BOX
BACK)

PUSH IN TO
C.2-s.:
AS THEY RISE.

(1 next) - 28 -

116. 2 J 24 cont.

CAVEN: Then you'd better get moving!DERVISH: You don't still want the beacon cutting up?PULL BACK
AS DERVISH
EXITS &
HOLD CAVEN
AS HE PLACES
BOX ON FLOOR.(CAVEN NODS AND PUTS THE
RADIO ON THE FLOOR. HE
POINTS HIS PISTOL AT IT)CAVEN: That's what we came here to do.DERVISH: But -PUSH IN TO
CU GUN.CAVEN: Don't waste time! Get on with it!RECORDING PAUSE :
CAM. 2 SWING L.SET BOX/HE PRESSES THE TRIGGER AND/
BLOWS THE RADIO TO BITS)

F/X 11

117. 2 J

CU BOX ON
FLOOR.
IT EXPLODES.GO SP.
F/X.

C3. 1J. 4E.

118. 1 J 24 / 18. INT. V-SHIP FLIGHT DECK.

F/X 12

C.2-s.:
HERMACK/
WARNE.(THE EMERGENCY RADIO-WARBLE
CONTINUES FOR ABOUT TWO
SECONDS AND THEN STOPS
ABRUPTLY. THE SILENCE
IS DEAFENING. WARNE AND
HERMACK EXCHANGE GLANCES
BUT NOTHING IS SAID FOR A
MOMENT)WARNE: Could be their radio's
packed up, sir.119. 4 E 8 HERMACK: Yes./Give me a projected
CU HERMACK arrival time, Penn./

120. 1 J 24

2-s.:

HERMACK/
WARNE.

(A BEAT)

PAN R.

WITH WARNE
TO SINGLE.PENN: Two hours and twenty minutes,
sir./

121. 4 E 8

CU HERMACK.

122. 1 J 8

CU WARNE

HERMACK: (LOW) I should have left
a stronger picquet./

(4 next) - 29 -

HES

122. 1 J 8 cont³⁰ -

WARNE: We haven't the manpower...
Sorba and his men knew they could
only hope to delay things, sir.

123. 4 E 8
BCU HERMACK.

(HERMACK SCREWS HIS FISTS
INTO CLUBS)

HERMACK: I'm going to get that
gang of murdering thieves if I
spend the next ten years out
here!...

2J. B3. 3G.

124. 3 G 35 19. INT. BEACON CORRIDOR.
2-s.: CAVEN/
SORBA

B3

HOLD SHOT
AS SORBA
SITS UP.

(SORBA STIRS, GROANS,
TRIES TO SIT UP...HE SEES
CAVEN STARING DOWN AT HIM
SARDONICALLY. (DERVISH
AND THE OTHER PIRATES HAVE
GONE ABOUT THEIR BUSINESS
NOW.) SORBA LOOKS ALONG
THE CORRIDOR AT THE
LIFELESS BODIES OF HIS
MEN. CAVEN SMILES)

CAVEN: Yes, Lieutenant. You're
the last of the toy soldiers.

SORBA: Shot in the back!

CAVEN: Aw... you mean we're
disqualified? You don't want to
play any more? /

125. 2 J 24
H/A 2-s.:
CAVEN/SORBA.

SORBA: You can laugh now. But
you won't get away with this. /

126. 3 G 16
MCU CAVEN

CAVEN: What's going to stop me,
Lieutenant? (HE LAUGHS) /

127. 2 J 24
H/A 2-s.:
CAVEN/SORBA.

(A BEAT)

SORBA: How did you get those
decoys aboard?

CAVEN: Decoys?

(3 next)

127. 2 J 24 cont³¹ -

128. 3 G 16
MCU CAVEN. SORBA: Those three who led us into your ambush?

129. 2 J 24
H/A 2-s.: CAVEN: Concussion, Lieutenant - or stalling for time? Which?
CAVEN/SORBA.

SORBA: You know what I'm talking about. They ran through into the aft companionway.

STANDBY T/K 38

CAVEN: None of my men down here. They must be yours.

130. 3 G 8
CU CAVEN. SORBA: Sure. We were having a private training session with loaded thermite guns!

131. 2 J 16
MCU SORBA CAVEN: (THOUGHTFUL) We heard firing down in the airlock.. You mean there really is someone else aboard?

132. 3 G 35
2-s.: CAVEN/
SORBA. SORBA: I thought you'd planted them here.

CAVEN: (SHAKES HIS HEAD) Whoever they are, I've no time to bother with them.

MAKE 3-s.
as DERVISH
comes in.

(HE PULLS OUT HIS GUN.
DERVISH COMES DOWN THE
CORRIDOR)

RUN T/K 38

DERVISH: All the charges are laid. We're fixing the rockets now.

HOLD SHOT
AS CAVEN
STEPS PAST
SORBA AND
POINTS GUN
INTO LENS.

CAVEN: Good. (HE GESTURES TO SORBA) If he can walk, get him out of here. If not, leave him.

(HE FIRES A BURST FROM
HIS GUN AT THE LOCK OF
THE DOOR LEADING TO THE
COMPANIONWAY)

F/X 11

DERVISH: What are you doing?

TELECINE SEQ. 12A:
LOCK WELDING.

(CAVEN FIRES AGAIN. THE
LOCK SMOKES AND WELDS
ITSELF INTO A SOLID MASS)

F/X 11

133. 2 J 16
MCU CAVEN. /INT. BEACON CORRIDOR (CONT).

(Pause next) - 31 -

133. 2 J 16 cont.

CAVEN: Just sealing a coffin,
Dervish.

(HE GRINS AS WE:)

RECORDING PAUSE : REPO.

/STANDBY T/K 38/

134. 3 H 35/20. INT. COMPANIONWAY. /A3/
3-s.: DOC/
ZOE/JAMIE.

(THE DOCTOR, ZOE AND JAMIE
ARE STARING AT THE DOOR)

ZOE: Are they trying to burn
through it?

DOCTOR WHO: Sssh! Listen!...(PAUSE)
They're going away.

ZOE: I don't understand - why
didn't they come in here after us?

JAMIE: Aye, they must have known
we were trapped! I thought they
wanted to finish us off?

DOCTOR WHO: Well, they didn't seem
very friendly. (HE TOUCHES THE
DOOR AND JERKS HIS HAND AWAY
QUICKLY) Oooh!

HOLD 3-s.
AS DOC COMES JAMIE: What's wrong?
TO JAMIE.

PULL BACK
& DEPRESS
TO L/A :
3-s.:
ZOE/JAMIE/
DOC.

DOCTOR WHO: It's hot, Jamie. You
try it.

JAMIE: No thanks.

ZOE: I said they were trying to
burn through it!

JAMIE: Why didn't they? to. etc.

/RUN T/K 38/

(THERE IS A METALLIC CLANG
FOLLOWED BY A SLOW
DRAGGING NOISE)

F/X 13.
Clang.
F/X 14.
Dragging.

(Telecine
next)

134. 3 H cont.

ZOE: What's that?DOCTOR WHO: Something's moving out there.ZOE: It sounds as though somebody's on the hull!TELECINE 13:S.O.F.

The SPACESUITED ENGINEERS
attaching a rocket
propulsion unit to the
hull of the beacon.

END OF T/K SEQ. 13:2K. A3. 3H.

135. 3 H 35 21. INT. COMPANIONWAY

A3

L/A 3-s.:
ZOE/JAMIE/
DOC.

(AS BEFORE)

JAMIE: What do you think they're doing, Doctor?

ELEVATE AS
DOC. GETS
UP.

DOCTOR WHO: (SHRUGS) Cleaning the windows?JAMIE: (IRONIC) Haw, haw!ZOE: Why don't we sneak back to the Tardis and get out of here?JAMIE: Aye, while we've got the chance!

PAN WITH
THEM AS
THEY X
TO HATCH.

DOCTOR WHO: A sensible suggestion, Zoe. Are you sure there's nobody out there now?ZOE: I've not heard anybody for ages. Come on.136. 2 K 24
MCU ZOE

Make 2-s.
JAMIE/ZOE
as he steps
to her.

(SHE GRABS THE LOCKING
WHEEL TO OPEN THE HATCH.
IT WON'T MOVE)

DOCTOR: Mind your fingers.ZOE: It's all right, it's not hot.

(3 next)

136. 2 K 24 cont.

JAMIE: Let me do it. (TAKES OVER)
You want to eat more porridge, Zoe.

137. 3 H 24

3-s.: JAMIE/
DOC/ZOE.(HE THROWS HIS WEIGHT ON
THE WHEEL. GRUNTS, THE
DOCTOR JOINS HIM. IT IS
IMMOVABLE)

138. 2 K 16

C.2-s.:
JAMIE/DOC.DOCTOR WHO: It's no use, Jamie!...
You know what they've done? They've
welded the lock.

139. 3 H 8

CU DOC.

ZOE: But why?

DOCTOR: To keep us in here,
obviously. We're prisoners.

RECORDING BREAK

RUN T/K 38/

/4 to A/2 to D/

TELECINE 14: BETA DART LEAVES ALPHA FOUR.

/S.O.F./

The PIRATE SHIP detaches
itself from the beacon
and moves off.CAM. 4 OUTPUT AND VIDICON
MIXED ON TO EIDAPHORE.
ANIMATION 1 ON CAM. 4.

END OF T/K SEQ. 14.

/GO ANIMATION 1/

140. 4 A

ANIMATION 2.

/1D. 2D. C3. 4A. on Animation 1/

INT. V-SHIP FLIGHT DECK.

/C3/

141. 1 D 24

2-s.: PENN/
EIDAPHORE(ON PENN'S SCREEN TWO
GLOWING DOTS SEPARATE...)/T/K KEEP
RUNNING
12" LEADER

142. 2 D 24

2-s.:
HERMACK/WARNE.PENN: They're leaving Beacon Alpha
Four, sir!(WARNE AND HERMACK CROSS TO
STARE DOWN AT THE SCREEN)WARNE: It's exactly what they did
before!

143. 1 D 16

MCU PENN

HERMACK: What's our arrival time?

144. 2 D 16

MCU HERMACK.

PENN: Still ninety minutes, sir.

HERMACK: We're going to be too
late again!PAN R. TO
WARNE.

/F/X 5/

(Telecine
next)(THE U.H.F. DEMOLITION
SIGNAL IS HEARD SUDDENLY)

HES

- 35 -
144. 2 D 16 cont. WARNE: The beacon will blow any
PAN L. TO second now!
HERMACK.

TELECINE 15:

S.O.F.

Ext. Beacon in Space.

We see the charges
detonated - still hearing
the demolition signal -
and the beacon starts to
split up.

4 to Roller Caption

END OF T/K SEQ. 15.

145. 3 J /23. INT. COMPANIONWAY.

H/A 3-s.:
DOC/JAMIE/
ZOE.

GO TILT

(THE TRAVELLERS ARE STILL
GROUPED ROUND THE DOOR
AS THE FIRST SHOCK WAVE
TIPS THE COMPANIONWAY AND
SENDS THEM SPRAWLING.
ZOE SCREAMS AND THE PICTURE
IS LOST AS SMOKE POURS INTO
THE COMPANIONWAY, BLOTTING
OUT EVERYTHING)

S/I:

146. 4 A
ROLLER CAPTION:

M.10 :/
CLOSING MUSIC.

FADE CAM. 3.

Dr. Who
PATRICK TROUGHTON

Caven
DUDLEY FOSTER

General Hermack
JACK MAY

Jamie
FRAZER HINES

Dervish
BRIAN PECK

Major Ian Warne
DONALD GEE

Zoe
WENDY PADBURY

Technician Penn
GEORGE LAYTON

Lt. Sorba
NIK ZARAN

Space Guard
ANTHONY DONOVAN

Music Composed by
DUDLEY SIMPSON

146. 4 A cont.

Title Music by
RON GRAINER and the
BBC Radiophonic Workshop.

Special Effects Designer
JOHN WOOD

Costumes by
NICHOLAS BULLEN

Studio Lighting by
PETER WINN
Sound by
DAVID HUGHES

Script Editor
DERRICK SHERWIN

Designer
IAN WATSON

S/I SCANNER :
SLIDE B2:

Producer
PETER BRYANT

S/I SCANNER
SLIDE A3:

Directed by
MICHAEL HART
BBC tv.

FADE SOUND AND VISION